

1 **ABSTRACT OF THE DISCLOSURE**

2 A method for making a three-dimensional (3D) model includes the steps of
3 inputting three dimensional original measured data, reconstructing mesh models with
4 regular data, abstracting color information, layering and harmonizing color, and pixel
5 blending to overlapped texture images between the mesh models and the original
6 measured data. After the steps, a colorful model from deformation of a generic model
7 having regular data is formed.